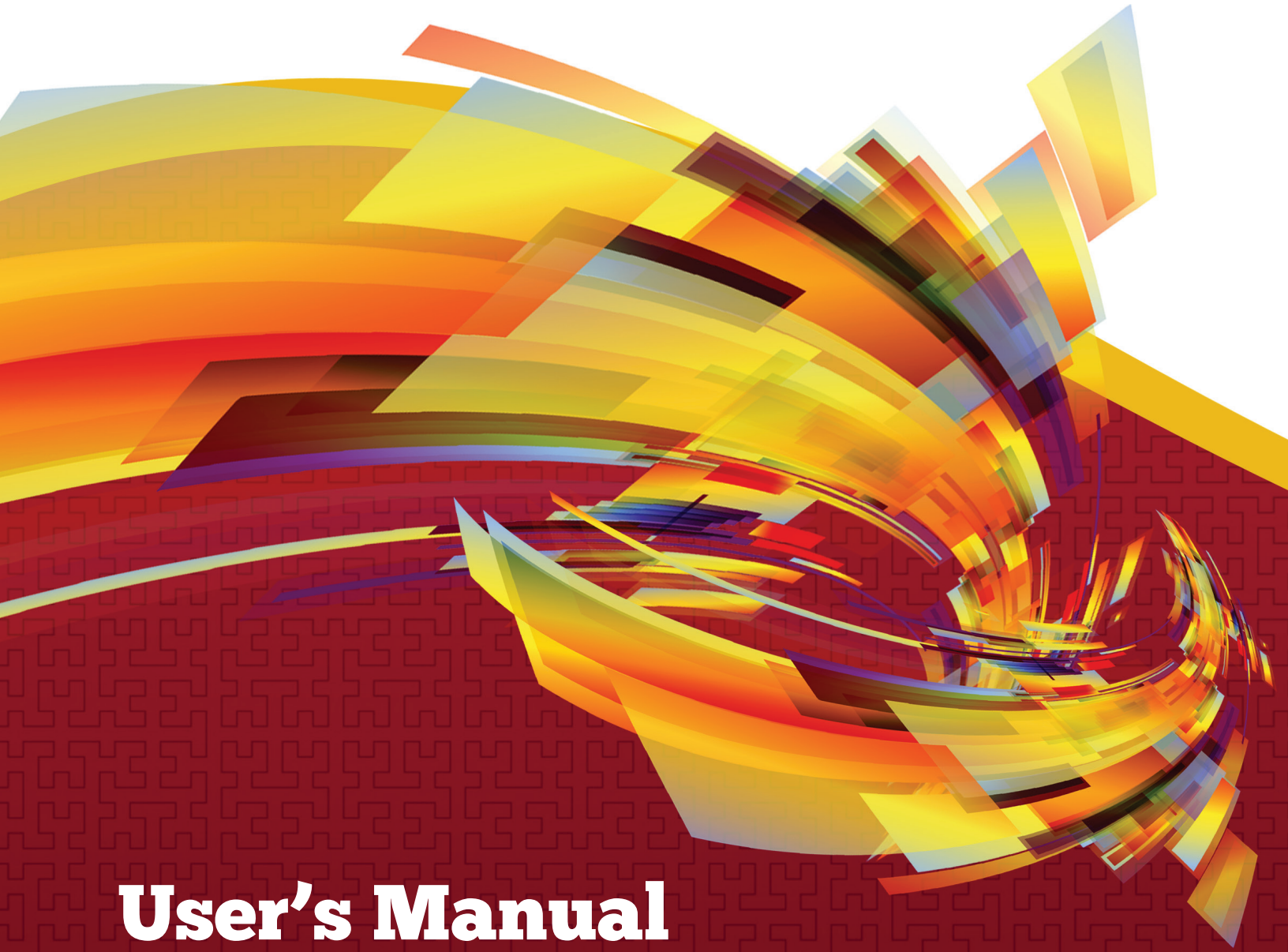
Quilt Manager

digitizing software



User's Manual

Simplify your life

Congratulations on your purchase of QuiltManager!

This manual was written to help you understand how to use the features of your new software. The table of contents has been organized to cover several topics, including:

- Introduction
- Installation instructions
- Explanation of the user interface
- Overview of features in the software
- Definitions of QuiltManager terms

We know you will enjoy QuiltManager. May it more fully simplify your life!

The QuiltManager Team

Table of Contents

Getting Started

Introduction 6
Installation guide 8

User Interface

User Interface guide 10

Software Features

Top Toolbar

Create New Document 12
Remove Pattern Box 13
Open File 14
Save Pattern 15
Enable Grid 16
Increase/Decrease Grid Size 17
Snap To Grid 18
Zoom Out/Zoom In 20
Zoom to Fit 20
Previous/Next Pattern Box 21
Show Stitching Jumps 22
Undo/Redo 23
Set Dimensions 24
About QuiltManager 24

Side Toolbar

Pointer Tool 25
Delete Shape 26
Group/Ungroup Selected Shapes 26

Mirror Vertically/Horizontally 27
Repeat Pattern 27
Echo Pattern 28
Preview Shape Stitching 29
Convert To Pattern Box 29
Swap Start and Stop Points 30
Set Color 30
Hand Tool 33
Path from Lines Tool 34
Path Tool 35
Pencil Tool 37
Rectangle Tool 38
Make Corners Round/Sharp 38
Ellipse Tool 39
Star Tool 40
Add/Remove Corner To Star/Polygon . 40
Polygon Tool 41
Add/Remove Corner To Star/Polygon . 41
Point Editor Tool 42
Convert Shape To Path 42
Close Path 43
Open Path 44
Simplify Path 44
Add/Remove Point Tool 45
Join Path Points Tool 46
Cut Path Shapes Tool 47

Appendix

Definitions 48

Introduction

What is QuiltManager?

QuiltManager is digitizing software used to modify quilting patterns for use with robotic-controlled quilting machines. QuiltManager can modify patterns that are in .qli, .dxf, or qcc format or create new patterns from scratch.

QuiltManager was created to edit quilt pattern files for several popular robotic quilting systems, such as Shirley Stitcher, Quilt Magician, or any system that will accept a standard .dxf file.

How does QuiltManager work?

Quilt pattern files are saved as vector graphics. Unlike pixel graphics, which are composed of groups of colored dots, Vector graphics are based on mathmatics. This means that each pattern is composed of points connected by lines. QuiltManager allows you to modify these points and lines.

What kind of pattern modifications can I make in QuiltManager?

QuiltManager provides many ways to create and modify vector quilt designs. You can create straight lines, connected point by point, using the **Path From Lines Tool.** You can draw free-hand lines using the **Pencil Tool**. (QuiltManager automatically smooths out free-hand lines to correct small mistakes.)

You can create several common geometric shapes using the **Rectangle Tool, Ellipse Tool**, **Star Tool**, and **Polygon Tool**.

You can divide shapes or connect them together using the **Cut Path Shapes** or **Joint Path Points** tools. You can add or remove points

from shapes using the **Add Point Tool**, **Remove Point Tool**, and the **Simplify Path Tool**.

QuiltManager also allows you to easily duplicate and/or mirror shapes using the **Repeat Pattern**, **Mirror Vertically** or **Mirror Horizontally** tools.

These are only some of the ways QuiltManager allows you to create or modify your quilt patterns.

What is in the software features section?

The software features section takes up the bulk of this manual. Information about each feature has been divided into three parts: summary, directions, and additional tips.

Summary

The summary provides a brief explanation of the feature and provides some context for the feature's use.

Directions

Directions explain the procedural steps of using a feature.

Additional Tips

Additional tips attempts to forsee possible problems you may run into while using the feature. Additional tips may not be present for every feature covered in this manual.

Are there any keyboard shortcuts?

To the right of each title there will be a software feature icon. Keyboard shortcuts, called hotkeys, to use that software feature will be found inderneath that icon.

Delete Shape
Delete selected shape(s).

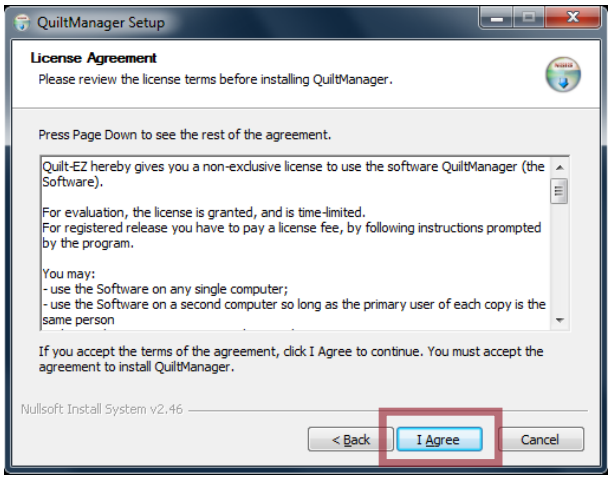
Hotkey: Del

Installation Guide

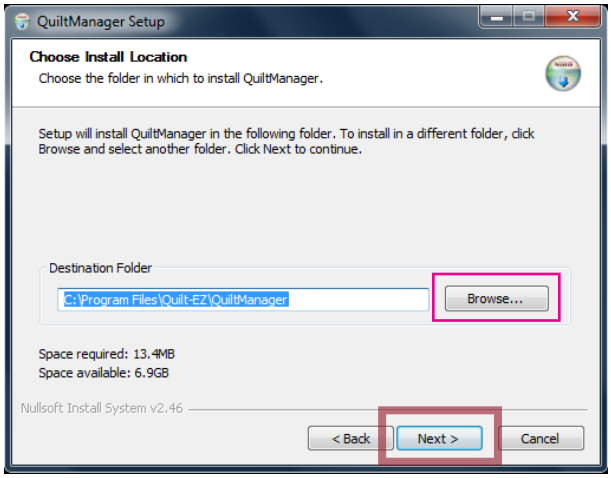
1. Insert the QuiltManager Installation CD into the CD drive.
2. The *QuiltManager Setup* window will appear. Click **Next**.

QuiltManager Setup
Welcome to the QuiltManager Setup Wizard
This wizard will guide you through the installation of QuiltManager.
It is recommended that you close all other applications before starting Setup. This will make it possible to update relevant system files without having to reboot your computer.
Click Next to continue.
Next >
Cancel

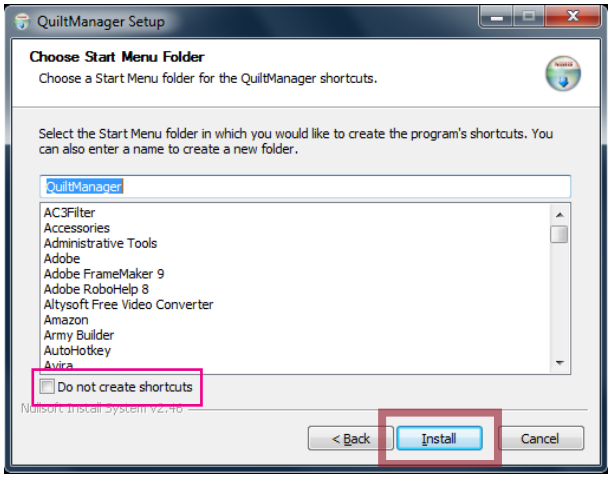
3. Read through the license agreement. Click **I Agree** to accept the license and install QuiltManager. (You must accept the license agreement in order to install and use QuiltManager.)


QuiltManager Setup
License Agreement
Please review the license terms before installing QuiltManager.
Press Page Down to see the rest of the agreement.
Quilt-EZ hereby gives you a non-exclusive license to use the software QuiltManager (the Software).
For evaluation, the license is granted, and is time-limited.
For registered release you have to pay a license fee, by following instructions prompted by the program.
You may:
- use the Software on any single computer;
- use the Software on a second computer so long as the primary user of each copy is the same person
If you accept the terms of the agreement, click I Agree to continue. You must accept the agreement to install QuiltManager.
Nullsoft Install System v2.46
< Back
I Agree
Cancel

4. QuiltManager automatically reccomends an installation folder for QuiltManager. (If desired, click browse to select a different folder.) Click **Next**.


QuiltManager Setup
Choose Install Location
Choose the folder in which to install QuiltManager.
Setup will install QuiltManager in the following folder. To install in a different folder, click Browse and select another folder. Click Next to continue.
Destination Folder
C:\Program Files\Quilt-EZ\QuiltManager
Browse...
Space required: 13.4MB
Space available: 6.9GB
Nullsoft Install System v2.46
< Back
Next >
Cancel

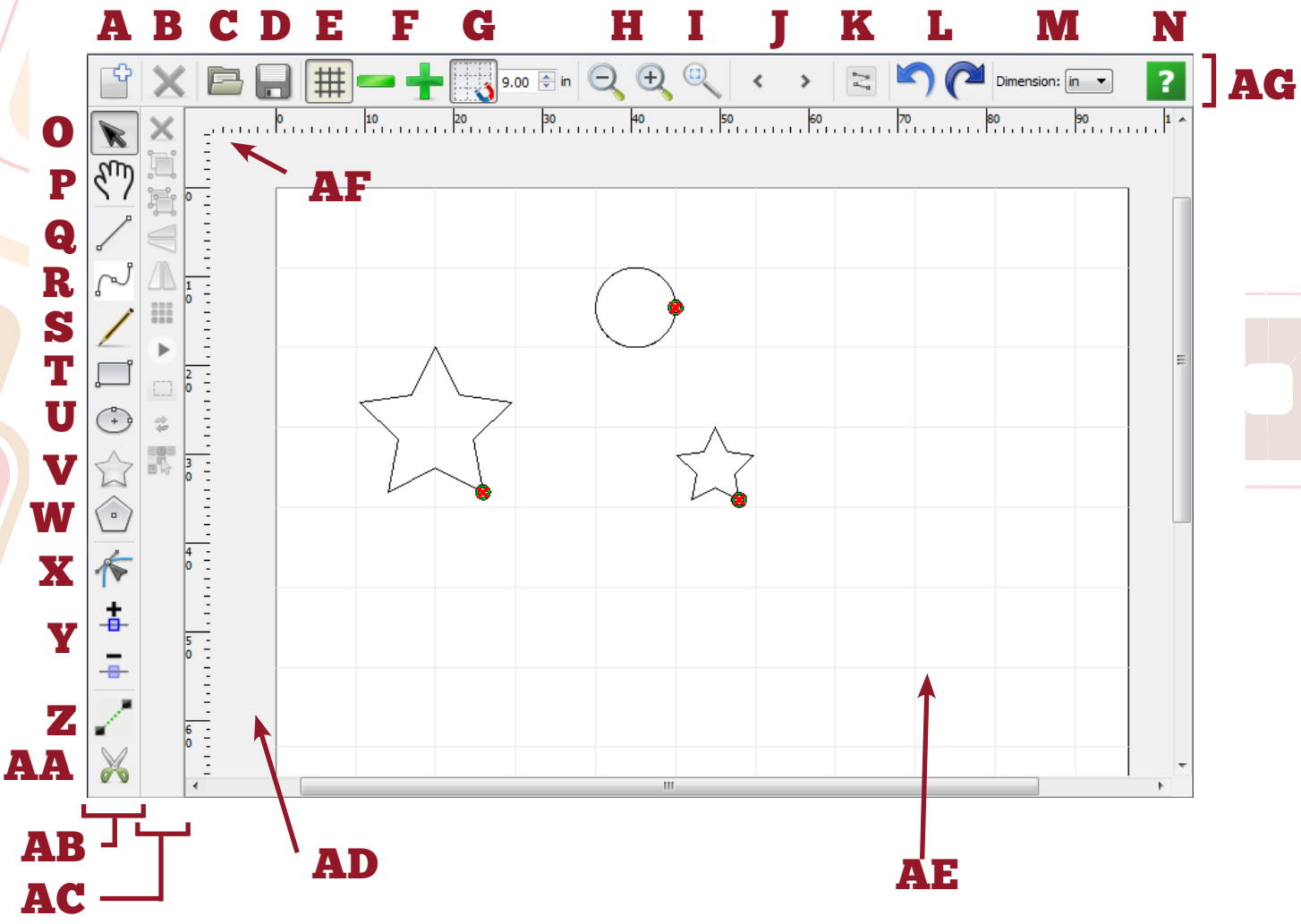
5. QuiltManager automatically reccomends a start menu folder for QuiltManager and will create a desktop shortcut by default. (If desired, select a different start menu folder and/ or select Do not create shortcuts.) Click **Install**.



6. That's it! QuiltManager is now installed on your computer and ready to use. Click **Finish**.

User Interface Guide

A brief explanation of each feature and hot-key explanations.



A. **Create New Document** - Create a new pattern box.

B. **Remove Pattern Box** - Remove a pattern box created using the **Create Pattern Box** tool.

C. **Open File** - Import patterns into a currently open pattern box.

D. **Save Pattern** - Save a pattern to access later or to upload to your quilting machine.

E. **Enable Grid** - Enable or disable quilt pattern gridlines.

F. **Increase/Decrease Grid Size** - Adjust the interval distance between gridlines.

G. **Snap to Grid** - Allow patterns to auto- align with gridlines.

H. **Zoom Out/Zoom In** - Adjust the view magnification of the current pattern.

I. **Zoom to Fit** - Adjust the view magnification of the open pattern.

J. **Previous/Next Pattern Box** - Scroll through the available pattern boxes.

K. **Show Stitching Jumps** - Shows where the stitching arm will "jump" and not stitch.

L. **Undo/Redo** - Undo or redo actions taken to design the current pattern.

M. **Set Dimensions** - Set your preferred unit of measurement.

N. **About QuiltManager** - Learn which verion of QuiltManager you are running.

O. **Pointer Tool** - Select, adjust, and manipulate shapes of the current pattern.

P. **Hand Tool** - Pan across the quilt area.

Q. **Path from Lines Tool** - Draw straight lines to create custom shapes.

R. **Path Tool** - Draw curved lines to create custom shapes.

S. **Pencil Tool** - Draw freehand lines to create custom shapes.

T. **Rectangle Tool** - Create four-cornered shapes.

U. **Ellipse Tool** - Create circular shapes.

V. **Star Tool** - Create multi-cornered shapes.

W. **Polygon Tool** - Create multi-cornered polygons.

X. **Point Editor Tool** - Edit the points on a line.

Y. **Add/Remove Point Tool** - Add or remove points, or nodes, from shapes.

Z. **Join Path Points Tool** - Join path points to merge two shapes into one.

AA. **Cut Path Shapes Tool** - Divide line paths into segments.

AB. **Side Toolbar** - Tools that directly edit the pattern.

AC. **Fly-out Side Toolbar** - Tools that expand the selected tool's capabilities.

AD. **Artboard** -Area that will not be quilted.

AE. **Quilt Area** -Area of quilt that will be quilted.

AF. **Ruler** -Ruler that measures using the selected units of measurement.

AG. **Top Toolbar** -QuiltManager System tools.

Create New Document

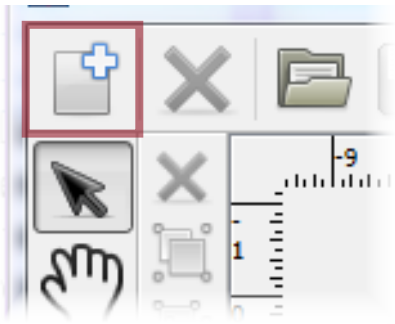
Create a new pattern.

Summary

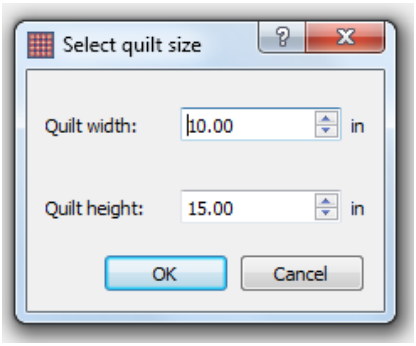
Create New Document allows you to start a new pattern with an editable quilt area.

Directions

1. Click the **Create New Document** icon. A window will appear prompting you to select the quilt size.



2. Type in the width and height of your quilt into the *Quilt width* and *Quilt height* fields. (You can also click the up/down arrows on the right of each text box.) Click **OK**.



Additional Tips

- Creating a new document when a pattern is already open will automatically close the current pattern.
- Remember that new patterns are not saved until you click **Save Pattern**.

Remove Pattern Box

Remove a pattern box created using the Convert to Pattern Box tool.

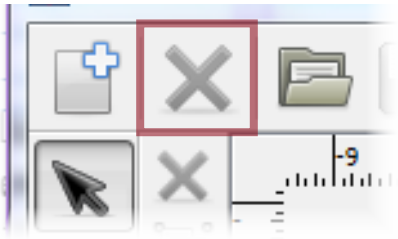
Summary

Remove Pattern Box will remove a pattern box created from using the **Convert to Pattern Box** tool. For more information about pattern boxes, see **Convert to Pattern Box** on page 29.

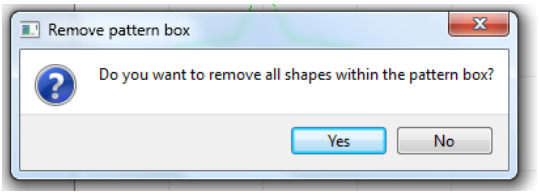
Directions

1. Using the **Previous/Next Pattern Box** icons, find the desired pattern box. (only necessary if more than one pattern box has been created.)

2. When the appropriate pattern box is selected, click the **Remove Pattern Box** icon.



3. A window will appear asking if you would like to remove or keep the shapes inside the pattern box.



Additional Tips

- Once removed, the pattern box WILL NOT revert back to the shape from which it was converted.

Open File

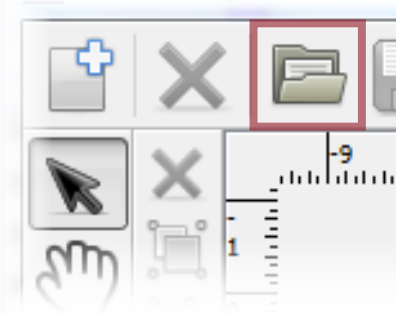
Insert saved pattern shapes into a currently open pattern.

Summary

Open File allows you to import a previously saved pattern.

Directions

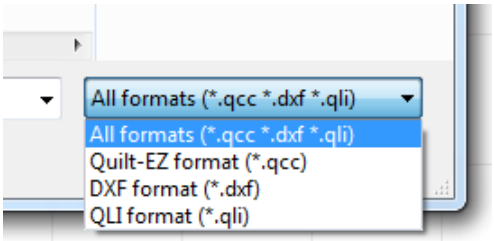
1. Click the **Open File** icon. An *Open quilting pattern* window will appear.



2. Select the pattern file you wish to insert. Click OK.

Additional Tips

- QuiltManager supports .qcc, .dxf, and .qli file formats.
- If you cannot find your pattern or template, make sure you have selected the *All formats* viewing option from the dropdown menu in the *Open quilting pattern* window.



Save Pattern

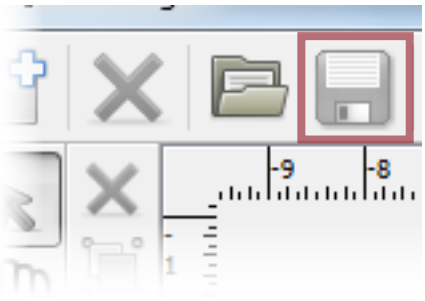
Save a pattern to access later or to upload to your quilting machine.

Summary

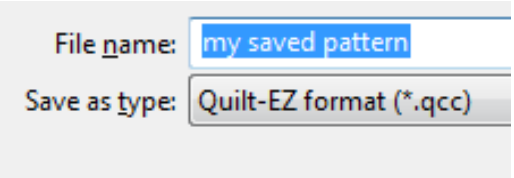
Save Pattern allows you to save your current pattern into a pattern file. This saved file can then be used with your quilting machine or inserted into future patterns. If you want to save only theindividual pattern in a pattern box, select the pattern box using **Previous/ Next Pattern Box.**

Directions

1. To save a pattern, click the **Save Pattern** icon.

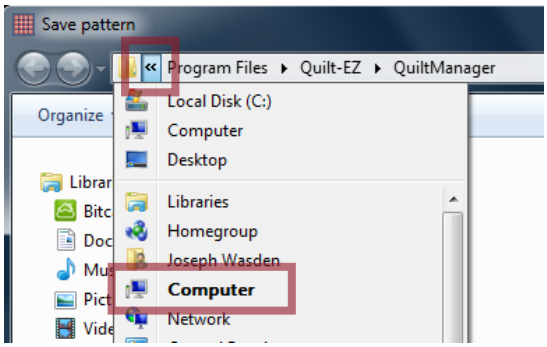


2. Name the pattern. Choose the desired file type.



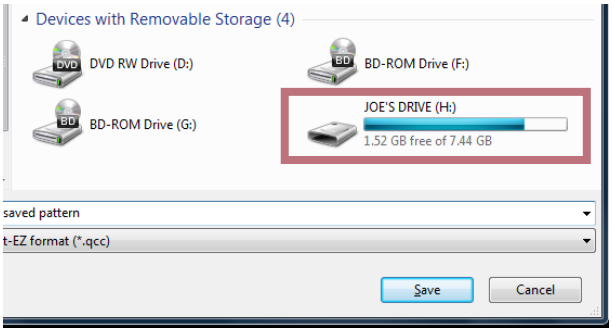
Save to USB flash drive

3. Click the double arrows in the *Save pattern* window. Select Computer from the drop down menu.



4. Under devices with removable storage, select your USB flash drive.

5. Click save.

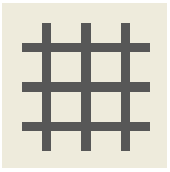


Additional Tips

- While QuiltManager can open .qcc, .dxf, and .qli file formats, you may only save patterns in .dxf and QuiltManager's native .qcc format.
- Saved pattern files do not retain pattern boxes. Saved pattern files convert all shapes to paths once saved.
- When importing saved files into a pattern using **Open File**, note that all shapes in a saved file are grouped. For more on groups, see page 26.

Enable Grid

Enable or disable quilt area gridlines.



Summary

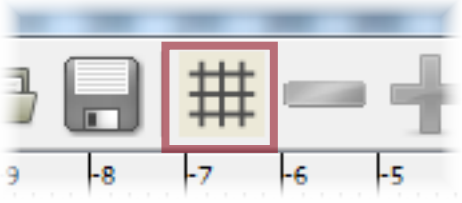
A grid is made up of horizontal and vertical gridlines.

Gridlines act as guides to help you place shapes, patterns, and templates accurately. These gridlines are spaced at intervals measured in inches, as shown in the top toolbar.

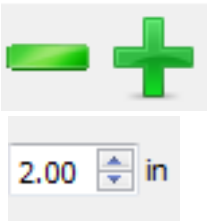
When a grid is enabled, you will be able to see these gridlines on your pattern. The gridlines will not be stitched by your quilting machine.

Directions

1. To enable or disable the grid, click the **Enable Grid** icon.



Increase/Decrease Grid Size



Adjust the interval distance between gridlines.

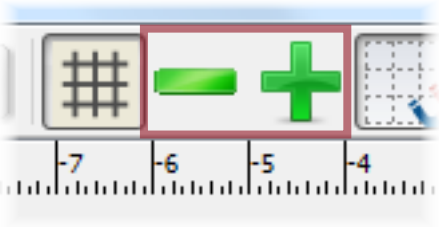
Summary

Adjusting the grid size is most useful for adjusting the gridboxes to match the dimensions of the your quiltblocks. There are three ways to adjust the grid line intervals.

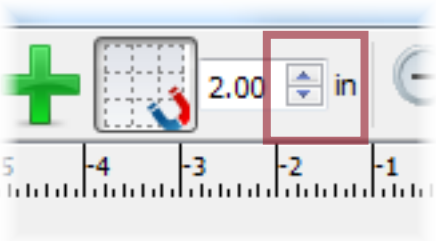
Directions

Adjust the grid size using one of the following methods:

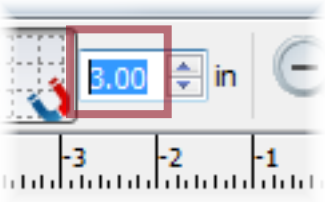
- Click the **Increase Grid Size/Decrease Grid Size** icons.



- Click the up and down arrows in the grid interval textfield.



- Type a new measurement in the grid interval field.



Snap To Grid

Allow patterns to auto- align with gridlines.

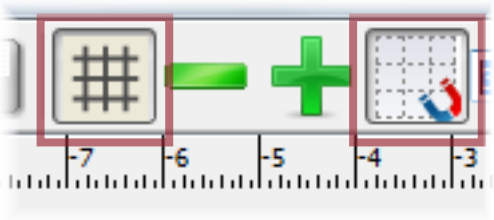
Summary

Snap to Grid allows you to accurately place shapes within a gridbox and to perfectly resize shapes to fit within a gridbox.

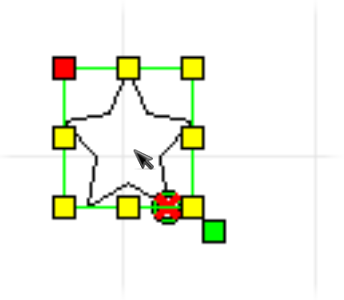
Directions

Place shapes using Snap to Grid

1. Verify that **Enable Grid** and **Snap To Grid** are active. (The icons should appear depressed like a button.)

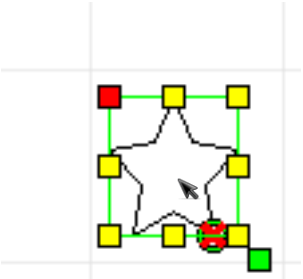


2. Using the **Pointer Tool**, select a shape by clicking on it.

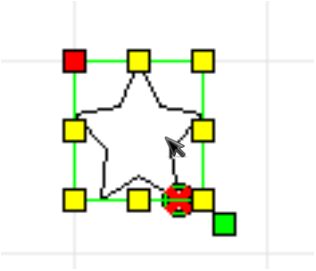


3. Click and hold on the shape you wish to move.

4. Drag the shape so the red square of the outline roughly corresponds with the top left corner of the desired gridbox.



5. Release the mouse button. The shape will snap to the top-left gridbox corner.



Additional Tips

- **Snap To Grid**, when used along with **Repeat Pattern**, can save a great deal of time and headache when duplicating patterns for repetitious quilt block patterns. For more on **Repeat Pattern**, see page 27.

Zoom Out/Zoom In

Adjust the view magnification of the current pattern.

Hotkey: Ctrl+Scrollwheel

Summary

Zoom Out and **Zoom In** allows you to change the magnification of the QuiltManager view. This is most useful when editing small shapes and nodes on a path.

Directions

Click the **Zoom Out** or **Zoom In** icons to change the view magnification.

Zoom to Fit

Adjust the view magnification of the open pattern.

Summary

Zoom to Fit adjusts the view magnification so that all of the shapes on the quilt area are visible.

Directions

Click the **Zoom to Fit** icon.

Previous/Next Pattern Box

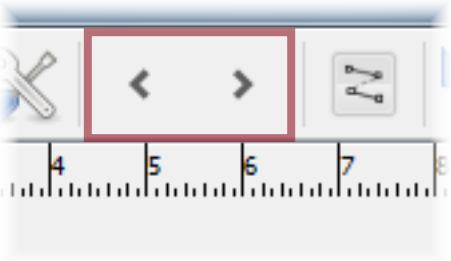
Scroll through the available pattern boxes.

Summary

The **Previous/Next Pattern Box** icons are the primary method of navigating pattern boxes. They are also essential to deleting pattern boxes. To create a pattern box, see page 29.

Directions

Click the **Previous/Next Pattern Box** icons to scroll through the pattern boxes.

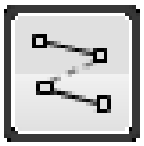


Additional Tips

- When scrolling through pattern boxes, remember they are arranged in the order in which they were created.
- A pattern box must be selected using **Previous/NextPattern Box** in order to remove it.

Show Stitching Jumps

Show where the quilting machine will not stitch.



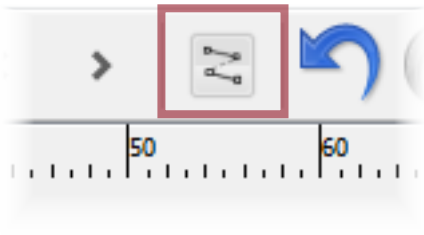
Summary

Show Stitching Jumps provides a useful preview of the stitching start and end points for each shape, as well as an outlined path showing how the quilting machine arm will travel between shapes.

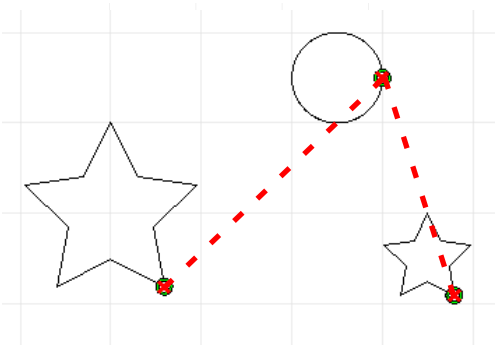
Show Stitching Jumps is helpful when trying to arrange shapes to prevent as much wasted thread use as possible.

Directions

Click the **Show Stitching Jumps** icon.



Dotted red lines will appear connecting the start and end points of the pattern shapes. These red dotted lines are the stitching jumps.



Undo/Redo

Undo or redo actions taken to design the current pattern.

Hotkey: ctrl+z

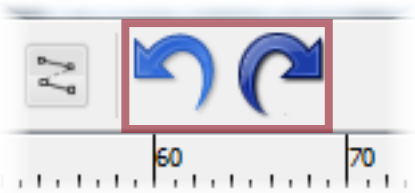
Summary

Undo and **Redo** allow you to quickly correct mistakes made in the design process.

While you design and make adjustments to your quilt pattern, QuiltManager keeps track of all of your actions on a timeline. This allows you to take as many steps backward (or forward) in your design process as you need.

Directions

Click the **Undo/Redo** Icons to step backward and forward along your recorded-actions timeline.



Additional Tips

- Hovering your mouse cursor over the **Undo** or **Redo** icons will display the name of the action that will be undone or redone.
- If you undo an action or actions, and then perform a new action, QuiltManager will delete all of the recently undone actions from your timeline and replace them with any new actions. As a result, the recently undone actions are no longer available to be redone.

Set Dimensions

Set your preferred unit of measurement.

Summary

Set Dimensions is used to set the unit of measurement used by QuiltManager. Use the dropdown menu to change units of measurement to inches, pixels, or centimeters.

About QuiltManager

Learn which verision of QuiltManager you are running.

Summary

About QuiltManager allows you to learn what version of QuiltManager you are running. it also contains a direct link to the Quilt-EZ website.

Pointer Tool

Select, adjust, and manipulate shapes of the current pattern.

Summary

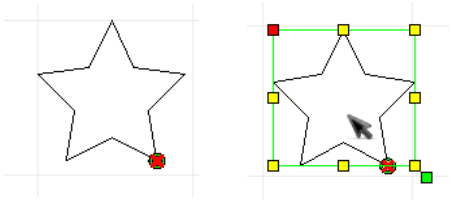
The **Pointer Tool** is used to interact with design shapes when creating a pattern. When the **Pointer Tool** is active, additional features will appear in the Fly-out Side Toolbar. Also, shapes will display their start and end stitch points.

Directions

Click the **Pointer Tool** icon.

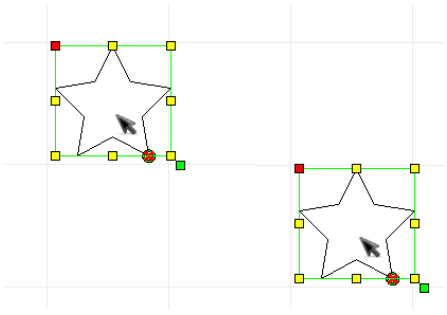
Select a shape

Click on the center of the shape, or click and drag to create a selection box around the desired shapes.



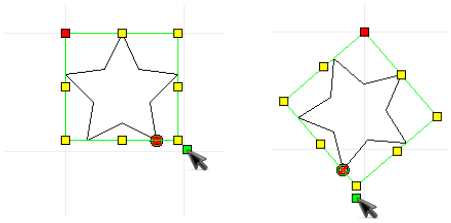
Move a shape

Select the shape. Click and drag it to the desired location.



Rotate a shape

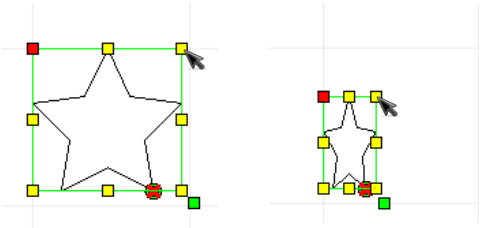
Select a shape. Click and drag the green bounding box in the bottom right corner of the shape.



To pivot a shape on it's center, hold down the CTRL key, then rotate the shape as usual.

Resize a shape

Select a shape. Click and drag any yellow bounding box.



Additional Tips

- When selecting shapes, if the shape is not entirely enclosed in the selection box, QuiltManager will not select the shape.
- When rotating a shape, the red bounding box represents the pivot point on which the shape will rotate.

Delete Shape

Delete selected shape(s).

Hotkey: Del

Directions

1. Select the shape(s) you would like to delete.
2. Click the **Delete Shape** icon or press the DELETE key on your keyboard.

Group/Ungroup Selected Shapes

Group the selected shapes together or separate them.

Summary

Grouping shapes is most useful when you want to preserve the spacing between several different shapes. Essentially, it makes many shapes into one shape. You can

group individual shapes and/or separate groups of shapes together.

Ungroup Selected Shapes undoes the grouping accomplished by the **Group Selected Shapes** tool and by importing groups of shapes from a saved pattern.

Directions

1. Select the shapes you would like to group or ungroup.
2. Click the **Group/Ungroup Selected Shapes.**

Mirror Vertically/Horizontally

Invert the positioning of a shape either vertically or horizontally.

Summary

Mirror Vertically and **Mirror Horizontally** invert the positioning of any selected shapes. This is known as mirroring an object. **Mirror Vertically** flips the shape so that the top is the bottom, and **Mirror Horizontally** flips the shape so that the left is right.

Directions

1. Select the shapes you would like to mirror.
2. Click the **Mirror Vertically** or **Mirror Horizontally** icon.

Repeat Pattern

Duplicate a pattern vertically and horizontally.

Summary

Repeat Pattern is most useful when placing similar shapes in several adjacent quilt grid boxes. It saves a lot of time that would otherwise be spent positioning and ordering individual copies of shapes.

Directions

1. Select the shapes you would like to repeat.
2. Click the **Repeat Pattern** icon. The **Repeat Pattern** dialog box will appear.
3. Adjust the *Count* and *Spacing* fields to the desired specifications.

Echo Pattern

Duplicate shapes that "echo" the orignial shape.

Summary

Echo Pattern allows you to create copies of a shape that are larger or smaller than the original. When these copied shapes are stacked on top of the original, it creates an effect that looks similar to an echo.

Directions

1. Select a shape that you wish to echo.
2. Click **Echo Pattern** from the Fly-out Side Toolbar. A dialog window will appear.
3. Set the number of echo shapes you desire in the Shapes count field.
4. Set the desired distance between each echo shape in the Scale % field. Click OK.

Additional Tips

- Remember that the number of echo shapes you choose in the Shapes count field does not include the original shape.
- Echo Pattern automatically groups the echo shapes with the original. If you want to edit the echo shapes further, use Ungroup Selected Shapes located in the Pointer Tool Fly-out Side Toolbar.

Preview Shape Stitching

Watch a preview demonstration of the order in which the pattern will be stitched.

Summary

Preview Shape Stitching allows you to watch a simulation of the order in which your pattern will be stitched by your quilting machine.

Directions

1. Select the shape(s) you would like to preview.
2. Click the **Preview Shape Stitching** icon from the Fly-out Side Toolbar.

Convert to Pattern Box

Convert a shape into a pattern box.

Summary

Pattern boxes are a helpful way to isolate elements of your design during the design process. Pattern boxes are converted from existing shapes in your design.

Directions

1. Using the **Pointer Tool**, select a shape desired to convert to a pattern box.
2. Click the **Convert to Pattern Box** icon located in the Fly-out Side Toolbar.

Additional Tips

- If you save a file with pattern boxes, it will retain the shapes inside a pattern box, but not retain the pattern boxes themselves.
- Note that only shapes created using the **Rectangle Tool, Ellipse Tool, Star Tool,** or **Polygon Tool** can be converted into a pattern box.

Swap Start and Stop Points

Exchange the stitching start and stop points of a shape.

Summary

Swapping the start and stop points of a shape can help eliminate wasted thread during the stitching process. It is best used in conjunction with the **Show Stitching Jumps** tool.

Directions

1. Using the **Pointer Tool**, select the desired shape.
2. Click the **Swap Start and Stop Points** icon from the Fly-out Side Toolbar.

Set Color

Set the color or lines used to represent a shape.

Summary

Set color allows you to set the colors of different shapes. This helps you tell the difference between shapes quickly and efficiently.

Directions

1. Select the shape(s) you would like to color.
2. Click the **Set Color** icon from the Fly-out Side

Toolbar. The *Select Color* dialog box will appear.

3. Select the color that you would like to apply by clicking on the appropriate color box either from *Basic colors* or *Custom colors*. The color should appear in the color preview box. Click *OK*.

Color Creation

There are several ways to create your own color in the *Select Color* dialog box. You can:

a. Choose a new color using the color selector

b. Modify an existing color swatch from the *Custom colors* section

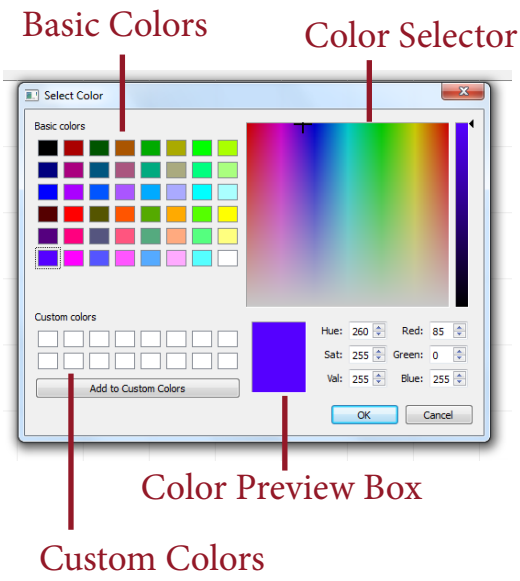
Choose a new color

1. Click and drag your mouse cursor inside the color selector.

2. When the desired color appears in the color preview box, click and hold on the color in the preview box and drag that color to an empty swatch in the *Custom colors* section.

Modify an existing color

1. Click the color from the *Custom colors* you would like to edit.
2. Click and drag your mouse cursor inside the color selector.
3. When the desired color appears in the color preview box, click and hold on the color in the preview box and drag that color to an empty swatch in the *Custom colors* section.



Hand Tool

Navigate across the quilt area.

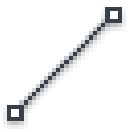
Summary

The **Hand Tool** is used to navigate across the quilt area without using the horizontal or vertical scrollbars and while maintaining your current zoom magnification. Think of a hand literally grabbing your quilt area and sliding it left, right, up, or down.

Directions

1. Click the **Hand Tool** icon from the Side Toolbar.
2. Click and drag anywhere on the quilt area to slide the quilt area view.

Path from Lines Tool



Draw straight lines to create custom shapes.

Summary

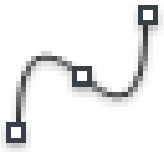
The **Path from Lines Tool** is used to create custom shapes. It is helpful when you need to draw straight lines and don't want to draw them freehand with a mouse.

Directions

1. Click the **Path from Lines Tool** icon from the Side Toolbar.
2. To create a starting point for your first line, click anywhere on the quilt area.
3. To create an end point for your line, click anywhere on the quilt area. (Notice the preview line showing where the line will appear.)
4. To add additional lines, repeat steps 2 and 3 as often as desired.
5. To end modifying the shape, right click or press the esc key.

Path Tool

Draw curved lines to create custom shapes.



Summary

The **Path Tool** is used to create custom shapes. It operates exactly like the **Path from Lines Tool** with one important difference: it can make curved lines.

Directions

1. To create a starting point for your curved line, click and hold anywhere on the quilt area.

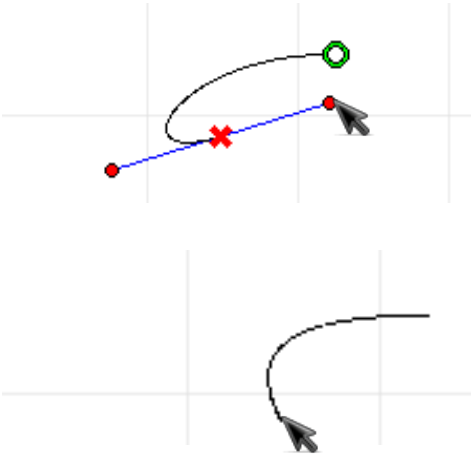
2. Still holding down the mouse button, drag the mouse cursor to achieve the desired length of your curved line. Release the mouse button. (The line will be half the length of the guideline shown.)

3. To create an end point for this segment of curved line, drag your mouse cursor around. (Notice the preview line showing

where the line will appear.) You can either:

a. add additional curved lines by repeating steps 1 through 3 as often as desired, or

b. click to add your end point wherever desired.



4. To end modifying the shape, right click or press the esc key.

Pencil Tool

Draw freehand lines to create custom shapes.

Summary

The **Pencil Tool** is used to create custom shapes through freehand drawing with the mouse cursor.

Directions

1. Click the **Pencil Tool** icon from the Side Toolbar.
2. To draw a path, click and drag the mouse cursor from one point on the quilt area to another, then release the mouse button.

Additional Tips

- Freehand lines created using the **Pencil Tool** are automatically smoothed to create flowing shapes.

Rectangle Tool

Create four-cornered shapes.

Summary

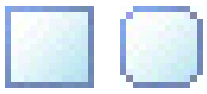
The **Rectangle Tool** is used to create rectangles of varying dimensions. Though it is called the rectangle tool, it can also create squares.

Directions

1. Click the **Rectangle Tool** icon from the Side Toolbar.
2. To create a starting point for your rectangle, click and hold anywhere on the quilt area.
3. Drag the mouse cursor to form the desired shape, then release the mouse button.

Make Corners Round/Sharp

Style the corners of your rectangle.



Summary

The **Make Corners Round** and **Make Corners Sharp** tools are used immediately after using the **Rectangle Tool**.
These two tools are used to adjust the roundness/sharpness of rectangle corners by degrees. They can be applied multiple times to achieve sharper or rounder corners.

Ellipse Tool

Create circular shapes.

Summary

The **Ellipse Tool** is used to create ellipses of varying dimensions. Though it is called the **Ellipse Tool**, it also can create circles.

Directions

1. Click the **Ellipse Tool** icon from the Side Toolbar.
2. To create your ellipse, click and hold anywhere on the quilt area.
3. Drag the mouse cursor to form the desired shape. Release the mouse button.

Star Tool

Create multi-cornered shapes.

Summary

The **Star Tool** is used to create shapes with multiple corners. Though it defaults as a five-point star, the number of points is fully customizable.

Directions

1. Click the **Star Tool** icon from the Side Toolbar.
2. To create a starting point for your star, click and hold anywhere on the quilt area.
3. Drag the mouse cursor to form the desired shape. Release the mouse button.

Add/Remove Corner To Star/Polygon

Style the corners of your shape.

Summary

The **Add Corner to Star/Polygon** and **Remove Corner from Star/Polygon** tools are used immediately after creating a shape.

These two tools are used to adjust the number of points/sides on a shape. The lowest number allowed is three, while the greatest is nearly unlimited.

Polygon Tool

Create multi-cornered polygons.

Summary

The **Polygon Tool** is used to create polygons with multiple sides. Though it defaults as a five-sided polygon, the number of sides is fully customizable.

Directions

1. Click the **Polygon Tool** icon from the Side Toolbar.
2. To create a starting point for your polygon, click and hold anywhere on the quilt area.
3. Drag the mouse cursor to form the desired shape. Release the mouse button.

Add/Remove Corner To Star/Polygon

Style the corners of your shape.

Summary

The **Add Corner to Star/Polygon** and **Remove Corner from Star/Polygon** tools are used immediately after creating a shape.

These two tools are used to adjust the number of points/sides on a shape. The lowest number allowed is three, while the greatest is nearly unlimited.

Point Editor Tool

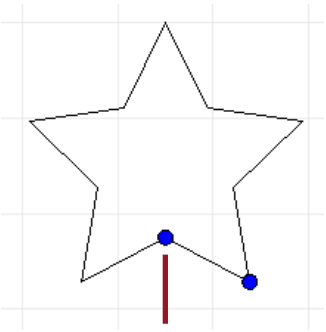
Edit the points on a line.

Summary

The **Point Editor Tool** gives you the ability to customize the lines of a shape. In QuiltManager, lines are created by connecting points, called nodes, together. The **Point Editor Tool** allows you to move these points around to customize your shapes.

Directions

1. Click the **Point Editor Tool** icon from the Side Toolbar.
2. Select the shape whose points you would like to edit. (Once a shape has been selected, you should see several blue nodes on the shape lines.)
3. Click and hold on a point, then drag it to the new desired location.



Blue Node

Convert Shape To Path

Convert a shape to a path to gain control over the shape's nodes.

Summary

The **Convert Shape To Path** tool allows you to convert shapes to paths with editable points. This tool can only be used on shapes created using the **Rectangle Tool, Ellipse Tool, Star Tool,** or **Polygon Tool**.

Once a shape has been converted to path, it loses any special characteristics of that tool, such as the ability to adjust the number of points on a star, or change the number of sides on a polygon.

Directions

1. Click on the **Point Editor Tool** from the Side Toolbar.
2. Select the desired shape to convert to a path.
3. Click the **Convert Shape To Path** icon from the Fly-out Side Toolbar.

Close Path

Close the path of a shape's nodes.

Summary

The **Close Path** tool allows you to close an open path. This will essentially add a "wall" to the shape, usually connecting the start and end points.

Directions

1. Click on the **Point Editor Tool** from the Side Toolbar.
2. Select the desired shape to convert to a path.
3. Click the **Close Path** icon from the Fly-out Side Toolbar.

Open Path

Open the path of a shape's nodes.

Summary

The **Open Path** tool allows you to open a closed shape. This can be useful when wanting to edit the curvature of the lines of a shape.

Directions

1. Click on the **Point Editor Tool** from the Side Toolbar.
2. Select the desired shape whose path you would like to open.
3. Click the **Open Path** icon from the Fly-out Side Toolbar.

Simplify Path

Reduce the number of nodes in a shape path.

Summary

The **Simplify Path** tool reduces the number of points, or nodes, in a shape. Many patterns contain shapes that have a large number of nodes, making them difficult to work with. Reducing the number of nodes in a shape will affect the curvature of shape lines.

In order to use the **Simplify Path Tool**, a shape must have an open path. If it doesn't have an open path, use the **Open Path** tool.

Directions

1. Click on the **Point Editor Tool** icon from the Side Toolbar.

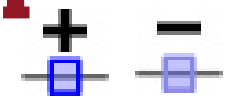
2. Select the desired shape whose path you would like to simplify.

3. Click the **Simplify Path** icon from the Fly-out Side Toolbar.

4. At the *Set Threshold* window, the higher you set the threshold, the more points will be removed.

Add/Remove Point Tool

Add or remove points, or nodes, to the path of a shape.



Summary

Using the **Add Point Tool** or the Remove **Point Tool** allows you to control the number of points on a line or shape.

If the shape was created using the **Rectangle Tool, Ellipse Tool, Star Tool,** or **Polygon Tool**, then the shape must first be converted to a path using **Convert Shape To Path.**

Directions

1. Click on either the **Add Point Tool** or **Remove Point Tool**.

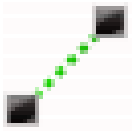
2. Select the shape by clicking on it's lines. (When selected, blue dots representing points, or

nodes, will appear.)

3. To add a point, click anywhere on the lines of the shape. To remove a point, click on the point.

Join Path Points Tool

Join path points to merge two shapes into one.



Summary

The **Join Path Points** tool is used to merge two shapes into one. It does this by connecting a point, or node, from the first shape to a point on the second shape.

Shapes created using the **Rectangle Tool, Ellipse Tool, Star Tool,** or **Polygon Tool** must first be converted to paths using the **Convert Shape To Path** tool before joining their path points.

Directions

1. Click the **Join Path Points** icon from the Fly-out Side Toolbar.

2. Click and hold on a start or end point from the first shape, then drag it towards a start or end point of the second shape. When you are close enough, a red preview line will appear.

3. Release the mouse button to complete the join. (If you do not see a red preview line connecting the two shapes, the two shapes will not be joined by releasing the mouse button.)

Cut Path Shapes Tool

Divide line paths into segments.

Summary

The **Cut Path Shapes** tool is used to cut lines into smaller segments, like a pair of scissors would cut string.

Directions

1. Click the **Cut Path Shapes** tool icon from the Side Toolbar.

2. To cut a path, click and hold your mouse button on the quilt area anywhere near the line.

3. Drag your mouse through the line you would like to cut, then release the mouse button.

Definitions

Art Board – The grey area surrounding the quilt area. Shapes and lines placed on the area will not be stitched by your quilting machine.

Current Pattern – The pattern which is currently being edited, or all of the shapes that are in your quilt area.

Fly-out Side Toolbar – The tool bar that runs parallel to the side toolbar. This only appears if a feature selected in the side toolbar has additional related features.

Gridlines – Horizontal and vertical lines that are used as guides when placing shapes in the pattern. Gridlines are NEVER stitched by your quilting machine.

Group – Two or more shapes that retain their relative positioning when selected and/or moved. Groups can be reversed using the **Ungroup Shapes** tool.

Lines – a line is a connection between two points that will be stitched by your quilting machine.

Node – Another name for point, nodes are the pieces from which lines are drawn and shapes are formed. If the nodes of a shape aren't appearing or cannot be edited, the shape may need to be converted to a path using the **Convert Shape To Path** tool.

Path – Sometimes used interchangeably with line. In the context of the **Convert Shape To Path** tool, a path removes any special editable qualities from a shapes, such as the ability to add points to a start or round the corners of a rectangle, and reduces the shape to a set of editable points and lines.

Pattern – a shape or shapes that are saved and can be uploaded to your quilting machine.

Point – Another name for node, points are the pieces from which lines are drawn and shapes are formed. If the points of a shape aren't appearing or cannot be edited, the shape may need to be converted to a path using the **Convert Shape To Path** tool.

Quilt Area – The white field where a pattern is created using shapes. Any shape placed in the quilt area will be stitched by your quilting machine.

Shape – Lines or connected lines that can be edited or grouped. Geometric shapes, such as those created using the **Rectangle Tool, Ellipse Tool, Star Tool,** and **Polygon Tool,** commonly have special editable qualities that appear in the Fly-out Side Toolbar.

Points of a geometric shape cannot be edited using the **Point Editor Tool** until these special editable qualities are removed using the **Convert Shape To Path** tool.

QUILT MANAGER

digitizing software

Quilt EZ

www.quilt-ez.com

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